enabling, by a write behind controller, storage of the image at the first memory location when the second memory location indicates the raster has accessed data at the first memory location; and

preventing, by the write behind controller, storage of the image at the first memory location when the second memory location indicates the raster has not accessed data at the first memory location.

8. (Once Amended) A method of providing image data:

defining a graphics primitive having a first portion at X and a second portion at Y, wherein X and Y are indicative of address locations;

providing the graphics primitive to a rendering engine when the rendering engine is storing data to a frame buffer being accessed by a display device controller providing a current image, where the display device controller is yet to access an address location Z having data associated with the current image and the location Z is between X and Y; and

preventing tearing of the current image.

11. (Once Amended) A method of providing image data:

accessing a first portion of video/graphics data from a first portion of a frame buffer for display on a display device;

storing a first portion of an image primitive to the first portion of the frame buffer after the step of displaying the first portion of video/graphics data; and

prohibiting, by a write behind controller, a second portion of the image primitive from being stored to a second portion of the frame buffer after the step of storing the first portion, wherein the second portion of the frame buffer is adjacent to the first portion of the frame buffer.

16. (Once Amended) The system of claim 13, wherein the write behind raster controller includes:

a multiplexor having a first input, a second input, and an output;

a latch having an input coupled to the output of the multiplexor, and an output;

a comparator having a first input coupled to the output of the latch, a second input, and an output; and

an incrementor having a first input coupled to the output of the latch, and an output coupled to the first input of the multiplexor.

17. (Once Amended) A system for storing video/graphics data, the system comprising:

a rendering engine for rendering a primitive image and writing data representing the primitive image into a frame buffer;

a display device controller for reading data from the frame buffer for display; and

a write prohibit means coupled to the display device controller to receive an indication of data read by the display device controller, and coupled to the rendering engine to prevent a first portion of the primitive image from being written to the frame buffer, while allowing a second portion of the primitive image to be written to the frame buffer.